

Boules

The game of *boules* (or *pétanque*) is played with 2 or 3 boules each, depending on the number of players. The small ball (or jack) is called the "*cochonnet*". The game is played to 11 points, with the first team to reach this total winning. You can play with 2, 4, 6 or 8 players. The best games are those played with 4 or 6 players, each with 3 boules.

Object

The object of the game is to score points by getting the boules as close as possible to the *cochonnet*. Players on the opposite team attempt to get their boule even nearer to the *cochonnet* (*pointer*) or knock away the other team's leading boule (*tirer*). The boule nearest to the *cochonnet* leads (*avoir le point*).

Game Play

- Toss a coin, and the winner throws the *cochonnet* a short distance away. Note that if the *cochonnet* is moved during play, it should be replaced in its original position.
- Draw or make a circle on the ground. Players must stand within this circle when throwing.
- A player from each team throws one boule.
- The team with the boule further away from the *cochonnet* then throws their boules in turn until they get the lead, or run out of boules.
- Play alternates between the teams, until a team leads, or runs out of boules.

Winning

When neither team has any boules left, the points are counted. The winning team gets as many points as it has boules which are closer to the *cochonnet* than the other teams.

An "end" (*mène*) is over when each team has thrown all its boules. The winning team starts the new end by drawing a circle where the previous end finished and throwing the *cochonnet* again. The game (*partie*) is over when one of the teams has accumulated 11 points.

Vocabulaire

<i>la pétanque</i>	petanque
<i>la boule</i>	ball
<i>le cochonnet</i>	"jack" or target ball
<i>la mène</i>	an end
<i>la partie</i>	game
<i>avoir le point</i>	to be closest to the <i>cochonnet</i>
<i>pointer</i>	throw your boule closer to the <i>cochonnet</i>
<i>tirer</i>	knock someone else's boule away from the <i>cochonnet</i>